



MARCO PINTO

Porto · +351 963 691 000

marco.alp120@gmail.com · /in/mrcoalp · <https://mrcoalp.github.io>

Software engineer, currently working in game development, using C++ and JavaScript.

EXPERIENCE

NOV 2019 – PRESENT

GAME DEVELOPER, FABAMAQ

Game development mainly in C++ and JavaScript. OOP and scripting concepts. Games are developed to specific Linux machine specifications using company's own game engine, always being improved.

JAN 2019 – NOV 2019

SOFTWARE ENGINEER, BEANSTALK

Development of multiple applications, cross-platform, using technologies such as Angular, IONIC, Flutter, .NET and Electron, focused in web and mobile development. Typescript, HTML5, SCSS, Dart, SQL and C#.

SEP 2018 – JAN 2019

COMMERCIAL MANAGER, PDT – VISABEIRA GLOBAL

Raising and managing clients for the telecommunications company NOS.

2011 – PRESENT

MUSICIAN

Several musical projects where I participate as guitarist and/or singer

EDUCATION

2015

BACHELOR OF SCIENCE IN ENGINEERING - PROFILE OF ENGINEERING INFORMATICS AND COMPUTING, FACULDADE DE ENGENHARIA DA UNIVERSIDADE DO PORTO

2011

SCIENTIFIC-HUMANISTIC COURSE OF SCIENCES AND TECHNOLOGIES, EXTERNATO D. AFONSO HENRIQUES, RESENDE

SKILLS

- Exceptional communication and networking skills
- Successful working in a team environment, as well as independently
- Quick adaptation to new challenges
- Great problem solver
- Ease of arguing and exposing formed opinions
- Consistently seeking and learning new technology
- Experience in sales and customer interaction
- Experience in musical entertainment, acquired in several musical projects as a guitarist and singer
- Object-oriented programming
- Scrum
- Fullstack development
- Bash/Powershell scripting
- GNU/Linux; Windows
- Git; CMake; GDB; SSH

ACTIVITIES

Donuts lover, photography enthusiast, surf newbie and self-taught musician. Always in a good mood. Also working in some personal projects in my spare time.